
PAPERS, PLEASE TIPS & TRICKS GUIDE

GAME OPTIONS

When playing the game, at any time, you can press the Exit button (or go to another window on your computer unit, which will automatically pause the game) to pause. Here, you have a list of a few options.

The first is the option to toggle on Easy Mode. This does not change the actual gameplay one bit, but you receive 20 Credits extra at the end of each day, making expenses management significantly easier.

The second option is toggling nudity on and off. There is no full-frontal nudity in the game, but when you take scans of entrants for Searching purposes, you will get pictures with defined outlines breasts for female and genitalia bulge for male.

Finally, you can decrease and increase the loudness of sound effects and music.

GAME BASICS

At its core, Papers, Please is a game about a customs officer reviewing paperwork of people intending to enter the fictional country of Arstotzka, and allowing only those who have their paperwork in order into the country, while denying those who have improper paperwork. There is a background plot that builds up over the 32 Days the game takes place over, but the meat-and-potatoes is the investigating work you do on every entrant.

Whenever you are playing, you will have three separate 'views'. The top of the screen represents a top-down perspective of the Kolechia-Arstotzka Grestin border. A small building to the left side is your Customs office. By clicking on the building's loudspeaker with your mouse, you call forth the next person in line.

The bottom half of the screen is split into two more views. The left side is a first-person view, showing your desk, the back wall of your office, and whatever entrant is in your office at the moment. If you have any items on your desk, usually the entrant's paperwork, but also including other items such as your rulebook or daily bulletin on the bottom of your desk, you can drag it with the mouse to the black screen to your right.

This third view is the Documents view, which allows you to take a close-up look at documents.

APPROVING, DENYING, INSPECTION MODE

Whenever somebody comes in, they will ultimately go out one of three ways - either you approve them to come into the country, you deny them and they leave to exit out, or you have that person detained.

To Approve or Deny somebody, you need to click on the arrow pointing left on the far right side of your documents view to bring out your Stamps. Click on the Approve or Deny stamp while a passport is underneath that stamp to make the decision official.

Note that if you Approve somebody by accident, you can add a Deny stamp over top and the Deny stamp overrides the Approve stamp. This does NOT work in reverse.

If somebody's paperwork is all in order, you can Approve that person right away.

Should somebody have something wrong with his or her paperwork, such as a missing document, or an error on his or her paperwork (such as an invalid issuing city for the passport, an expired entry permit, or so on), that person should be denied entry. You can Deny a person straight up without needing to point the problem out until Day 18. You must then point the error out and use a Reason for Denial stamp in addition to the regular Deny stamp.

To point out an error, press the X button at the right side of the screen (or press the Space button when you get the booth upgrade). You can point and click at two pieces of information and link them together to point out the discrepancy. In addition to lines of information on the documents, you can also point at rules in the rulebooks, lists of issuing cities on the regional map, lines from the audio transcript, the Inspector's desk (used to point out missing documents), or the entrant himself or herself (to point out incorrect photos, heights or genders).

Occasionally, a person will rectify a mistake he or she made. If he or she is missing a document, he or she may present it. If the reason he or she cited does not match up with the entry permit or access permit, that person may correct his or her initial reason for entry. In these cases, the person's entry may still be invalid, but for another reason.

FINGERPRINTS

You will occasionally get the opportunity to fingerprint somebody. You will be handed a fingerprint form, and must give it to the person. When you get it back, you can verify the on-site fingerprints against a fingerprint record. If the fingerprints match, the person is who he or she says he or she is. Fingerprint records will also include a list of alternate aliases, as a few people may have a second name.

If a person claims to have a second name due to two pieces of ID with different names, but the fingerprint record claims no known aliases, you can link the 'No Known Aliases' with the false ID and use this as a reason to Deny the person entry, or to detain him or her.

SEARCHING

Occasionally, you can Search somebody, though this actually means you use a scanner on the person. Searching is done whenever the person is from a specific country on a specific Day (Kolechia on Day 8, for example), if a person's weight is different from the stated weight on his or her ID, or if his or her gender is different from his or her appearance.

When you take a picture, you can rotate it around to the backside as well. If a person's gender does not match up with the picture (there are some men with female faces, and vice versa, however), you can link the picture with the person and detain him or her. If a person is carrying a weapon or contraband, you can link the item on the photo to the rule about no contraband or drugs in the rulebook and again detain the person.

DETAINING

You can detain certain people starting on Day 5. Those people who can be detained include those who are carrying drugs or contraband, Most Wanted Criminals, and those who refuse to leave the booth. Detaining does not serve much of a use early on. However, later on, you can make money from a guard named Calensk (5 Credits per detainee, starting with a cap of 5 Credits every 2 days but eventually maxing out at 30 Credits every 2 days) by detaining people.

FORGERIES/SEALS

Most errors can easily be detected as they contradict something else on another document. However, as of Day 11, there may be forgeries of the Ministry of Admission or Ministry of Labour seals on entry permits, access permits, and work passes. Seals may also be missing altogether, or you may have a Ministry of Admission seal on a work pass, and vice versa for Labour seals on entry permits.

It is also possible for there to be a seal forgery on a diplomatic document of the originating country.

You can point out these forgeries when you are required to give a Reason for Denial by opening the Rulebook and looking at the Regional Map for a list of all seals.

The player may also wish to use a cheatsheet image to check without taking time during the actual game (these are hosted by the Papers, Please wikia):

<http://tinyurl.com/mo7hyxh>

<http://tinyurl.com/n7axurn>

<http://tinyurl.com/nxz7y52>

A general rule of thumb comes from Larcen Tyler, a GameFAQs user:

I wanted to give you a tip on spotting forged documents.

The entry permits have the following characteristics with their symbols:

- The slash always goes from the upper-right to the bottom-left (it's a forward slash.)

- The 'MOA' only appears on circular icons.

As for the work permits, the hammer ALWAYS points to the left. •

SALARY AND MONEY

The game's currency is in Credits. Every person you process correctly will give you 5 Credits, and these include certain scripted entries into your booth who you do not actually process at all. If you incorrectly process a person, you gain a Citation and may also receive a penalty.

You can receive more money through certain things, such as accepting bribes from some characters, detaining people to make kickbacks from Calensk, and selling off certain select items.

CITATIONS

If you Approve somebody who had invalid documents, Deny somebody who had valid documents, failed to give a Reason for Denial stamp (as of Day 18), or broke some other reason, you will be issued a citation and do not receive 5 Credits for processing that person. The Citation will include the reason you received the citation.

When you receive a Citation, you may receive a Penalty. The penalties increase in harshness the more you receive every day. At the start of each day, your Citations reset. You can always receive 2 Citations a day without Penalty.

The 3rd and 4th Citations will be 5 Credits each. Following that, each Subsequent Citation increases the penalty by 5 Credits, so Citation 5 will be 10 Credits, Citation 6 docks you 15 Credits, you lose 20 Credits for Citation 7, and so on.

TERRORIST ATTACKS

On specific days, there may be a terrorist attack. Terrorists may jump the fence to throw a bomb at the security guards, shoot the guards, blow up your booth, and so on.

There are two specific types of terrorist attacks. Some of them WILL occur, no matter what. If your day goes past 6pm, the day will keep running until you get to the terrorist attack. When the terrorist attack does occur, the day ends, no matter how early it may still be.

In other cases, you will get randomly-generated terrorists who show up in your customs office. These terrorists will have improperly matching weights, so you can catch them early and either send them away or have them detained, and continue the day.

Later on in the game, when you get a Gun, you can snipe a terrorist down before he or she can do anything, and receive a Sharpshooter Bonus of 20 Credits.

Unavoidable Terrorist Attacks

Day 2, during Entrant 7's procession

Day 6, during Entrant 8's procession

Day 12, during Entrant 8's procession

Day 16, during Entrant 8's procession

Day 16, during Entrant 8's procession

Day 21, during Entrant 8's procession

Day 23, during Entrant 8's procession

Day 25, during Entrant 8's procession

Day 28, during Entrant 7's procession

Day 31, during Entrant 8's procession

Randomly Generated Terrorist Attacks

Day 9, after Entrant 9's procession

Day 11, after Entrant 8's procession

Day 13, after Entrant 8's procession

Day 14, after Entrant 9's procession

Day 20, after Entrant 8's procession

Day 22, after Entrant 8's procession

Day 24, after Entrant 8's procession

FAMILY/EXPENSES

At the end of each day, you will be given an accounting sheet of your various earnings and expenses for the day. Earnings comes from your salary, bribes, kickbacks, and a few other miscellaneous items.

Expenses come from paying for your Rent, penalties if you incurred more than two Citations in a day, Heating bills, Food costs and Medicine. Rent and penalties are mandatory items, but Food and Heating are NOT mandatory items. You can alternate paying Food and Heating on each day. If you go two days in a row without paying for Food or Heating, or do not pay for either on the same day, your family members can get sick and require Medicine, at a cost of 5 Credits per family member.

The Inspector's Son will often get sick after missing either Food or Heat after a single day. However, it is easier to pay for Medicine and continue to scrimp on alternate days on Heating and Food.

APARTMENTS

Occasionally, you can upgrade from your current apartment (starting at Class-8) to a higher apartment. This does NOT do anything, except that you obtain an Achievement if you get to Class-5.

Your Rental and Heating bills change with each upgrade, the former climbing and the latter decreasing.

It costs 100 Credits to upgrade to a better apartment, and 100 Credits to downgrade but with a 75 Credits refund the following day.

To upgrade to the next apartment, you must be in the apartment one level below it (ie. to go to Class 6, you must be in Class 7, not Class 8).

NOTE that the availability dates of the apartments do not seem to be hard, solid dates: you may need to wait a few days longer. Rather, these each seem to be the _EARLIEST_ dates anyone has had the opportunity to upgrade their apartment.

Class 8

Rent: 20 Credits/day (25 Credits/Day starting Day 5)

Heat: 10 Credits/day

Class 7

Available at the end of Day 12

Rent: 30 Credits/day

Heat: 10 Credits/day

Class 6

Available at the end of Day 17

Rent: 40 Credits/day

Heat: 5 Credits/day

Class 8

Available at the end of Day 24

Rent: 50 Credits/day

Heat: 0 Credits/day

BOOTH UPGRADES

Throughout the game, you can upgrade your booth to assign certain functions to hotkeys. Each function costs 5 Credits, which can be paid for at your end-of-day accounting screen. Every subsequent upgrade after the first upgrade becomes available 3 days after you buy the prior upgrade. Because the first upgrade becomes available on Day 5, the last upgrade can be bought as early as Day 14.

It is the author's belief the 4th upgrade is mostly useless, as it has cost him more time than what it has saved him by accidentally entering Inspection Mode too often.

Upgrade One - Inspect Mode

Available as soon as Day 5

Press Space Bar to enter and exit Inspection Mode

Upgrade Two - Stamp Bar

Available as soon as Day 8

Press Tab key to bring out and put away the Stamp Bar

Upgrade Three - Rulebook Shortcuts

Available as soon as Day 11

Each page of the rulebook will have tabs that you can use to skip directly to another section instead of having to go back to the front of the rulebook first

Upgrade Four - Quick Inspection

Available as soon as Day 14

Double-click on any object or piece of information to enter Inspection mode with what you double-clicked on highlighted right away

RULEBOOK

The Rulebook, which can be located at the bottom right of your desk, can be dragged out onto the Documents view to take a look at the rules.

CONTENTS INCLUDE:

RULES

The requirements to follow when admitting and rejecting entrants into the country. The list of rules starts small, with a list of only two rules, but expands as the game goes on. Later on, when a rule is being broken and you need to give a reason for Denial, you can usually link to a rule out of the rulebook.

REGIONAL MAP

This gives you a map showing the 7 countries Entrants may be from. By clicking on the name of each country, you can see the 3 cities that are listed in each country. These are the **ONLY** valid issuing cities for each country. Additionally, in the case of Arstotzka, there is a list of districts that are valid for issuing ID cards.

BOOTH INFO

The left page outlines where all the various knick-knacks, including the Rulebook itself, are located in the office. The right page lists the four types of booth upgrades you can purchase throughout the game.

DOCUMENTS

This is a basic overview of the various documents you will encounter throughout the game. As certain documents are phased out of use, they shall no longer show up here.

CONFISCATION

Once you are able to confiscate passports on Day 24, the rules for confiscation are located here.

DAILY BULLETIN

Every day, you shall receive a daily briefing from the Ministry of Admission. The Bulletin also contains the newspaper headlines at the back.

MOST WANTED CRIMINALS

Starting on Day 14, you will get a list of 3 pictures of the Most Wanted Criminals. The list changes every day (although there are a couple of people who will be scripted to show up on certain days). When a Criminal shows up, link his or her face with his or her photo on the Most Wanted Criminals list to detain him or her.

OFFICIAL DOCUMENTS

Throughout the game, you will come across many different types of paperwork.

PASSPORT

Every entrant into your office **MUST** have a passport to be a valid entry, with no exceptions throughout the game. The passport contains the following information: the person's full name, his or her date of birth, gender, a photo, his or her country, the city within the country that issued the passport, an expiry date for the passport, and a passport number.

Different countries have different coloured passports - for example, Arstotzka has a grey passport, and Obristan has a red passport. This colour-coding is useful for a few days throughout the game, but otherwise mostly trivial.

TEMPORARY VISA SLIP

If a person does not have a passport, you need something to Stamp on. To do this, open up your rulebook and enter Inspection Mode, and link the rulebook about all entrants requiring a passport with your office desk. You will either get the person to cough up a passport or, lacking one, a temporary visa slip will appear. You can technically Approve a person, but in all cases with a Temporary Visa Slip letting the person in will result in a citation.

PASSPORT SEIZURE SLIP

Starting on Day 24, you will receive the option to confiscate passports. When you do, you are automatically issued a passport seizure slip. You can either Approve or Deny the seizure slip and, unlike the Temporary Visa Slip, the person may still be a valid entrant to the country.

IDENTITY CARD

All Arstotzkan natives will carry an ID card as opposed to an entry pass or access permit. The ID card contains the person's name, date of birth, height and weight, a photo, and the district (not city) within Arstotzka that issued the ID card.

ENTRY TICKET

All foreigners wishing to enter Arstotzka on Day 3 will require an Entry Ticket. The Entry Ticket has a single feature: a valid entry date. All valid Entry Tickets must have a valid entry date of November 25th, 1982. They are discontinued the following day.

ENTRY PERMIT

All foreigners wishing to enter Arstotzka on Days 3 through 26 will require an Entry Permit. The following information are present on an Entry Permit: the entrant's name, the passport number, the purpose for entry and duration of stay in Arstotzkan, a Date to enter by, and a valid Ministry of Admission Seal. The Entry Permit is discontinued on Day 27.

WORK PASS

As of Day 6, all foreigners entering for work require a Work Pass. The Work Passes must have a valid entrant name and valid Ministry of Labour Seal. Furthermore, you must line up the Valid Work End Date with the length of time the worker says he or she will be in the country for, rounding up to the nearest month (for example, if the worker enters on December 2nd and says he or she will work for a month, although the work end date would effectively be January 2nd of 1983, the end date should be February 1st of 1983).

DIPLOMATIC AUTHORIZATION

All Diplomats, who are first seen starting on Day 8, will carry a Diplomatic Authorization. A valid authorization will have a properly corresponding diplomat's name, passport number, and a valid diplomatic seal (the list of seals can be seen in your rulebook). Additionally, the issuing country must match the nationality of the entrant's passport, and he or she must have access to Arstotzka.

Diplomats need only a passport and Diplomatic Authorization and, later on, a polio vaccination certificate. They do NOT need any other documents.

IDENTITY SUPPLEMENTS

As of Day 11, all foreigners require an Identity Supplement. The ID Supplement lists the person's height, weight, a brief description of the person's physical features, a thumbprint, and an expiry date. The Identity Supplement is discontinued as of Day 27 in favour of the access permit.

PRESS ID

On Day 17, and occasionally on subsequent days, people will show up with press IDs, wishing to enter Arstotzka. All journalists will lack complete valid paperwork, so you can Deny them right away.

GRANT OF ASYLUM

Starting on Day 21, refugee seekers may enter Arstotzka with a Grant of Asylum. Grants include the person's name, picture, nationality, passport number, date of birth, weight, height, and fingerprints. The Grant must also have a valid Ministry of Admission seal, and not be expired.

Like Diplomats, refugee seekers only need a Grant, a Passport, and later on a polio vaccination certificate.

POLIO VACCINATION CERTIFICATE

On Day 26, ALL entrants must have a vaccination certificate. The certificate contains the person's name, a list of the vaccinations they have received and the date they were done, and a corresponding passport number. If a person did not have a polio vaccination within the last 3 years, that is grounds for Denial from the country.

ACCESS PERMIT

On Day 27, Entry Permits and Identity Supplements for foreigners are compressed into a single Access Permit. The Access Permit must contain a valid entrant name, passport number, visit purpose, duration of stay, height, weight, corresponding physical appearance, and Ministry of Admission seal. It must also have not expired.

COUNTRIES

This is a list of the 7 countries with their respective cities.

Arstotzka is at the end, and includes the list of districts within the nation.

You can also use these three Cheat Sheet images hosted by the Papers

Please wikia, which includes national seals and legit Ministry of Admission and Ministry of Labour seals.

<http://tinyurl.com/mo7hyxh>

<http://tinyurl.com/n7axurn>

<http://tinyurl.com/nxz7y52>

Arstotzka

Orvech Vonor

East Grestin

Paradizna

Altan

Vescillo

Burnton

Octovalis

Gennistora

Lendiforma

Wozenfield

Fardesto

Antegria

St. Marmero

Glorian

Outer Grouse

Impor

Enkyo

Haihan

Tsunkeido

Kolechia

Yurko City

Vedor

West Grestin

Obristan

Skal

Lorndaz

Mergerous

Republia

True Glorian

Lesrenadi

Bostan

United Fed.

Great Rapid

Shingleton

Korista City

EZIC TASKS

Throughout the game, the mysterious organisation EZIC shall make several requests of the Inspector. Depending on how many of the tasks you complete, you may receive various endings.

There are five OPTIONAL requests from EZIC - notably, giving the documents back to Corman Drex does NOT count as helping EZIC.

Doing NONE of the requests will allow you to receive Ending 20.

Doing one to three of the tasks can result in Ending 17.

You must do LESS than four tasks to receive Ending 13.

Endings 14, 15 and 19 can ONLY be received if you do at LEAST four tasks

Task One

When: Day 11

How: Approve Mikhail Saratov's entry

Task Two

When: Day 14

How: Allow Stepheni Graire's entry

Task Three

When: Day 17

How: Allow Marie Escalli's entry

Task Four

When: Day 20

How: Poison Khaled Istom

To poison Khaled Istom, you need to take the envelope the EZIC agent gives you, press three consecutive arrows to open up the poison, then hold the poison over Khaled Istom's poison and press it with your mouse to apply it. If you then deny him, Khaled and three people behind him will all die of poison. If you Approve him, Khaled and a security guard who is NOT Sergiu will die outside the booth.

Task Five

When: Day 27

How: Confiscate Kordon Kallo's passport, approve his passport seizure slip, hand Kordon's Passport over to the EZIC agent

If you want to pass the EZIC task, you must specifically confiscate Kordon Kallo's passport, then APPROVE his passport seizure slip. Entrant Nine for the day will be an EZIC agent if you approved Kordon Kallo's entry earlier in the day. If you have Kordon's passport, hand it over to the agent before approving the agent to go through.

Although it is most certainly not how Papers, Please was meant to be played, if you do have difficulty with the game, there is one option to basically break the game: Using the Print Screen function on your computer.

When a person comes into the customs office, pay attention to what he or she provides as a reason and time span for entry into Arstotzka (if a foreigner), then lay all the documents he or she produces across your Documents view. With this done, use the Print Screen function. Open a portrait editor document, such as Microsoft Paint, and paste your photo. You can then look at the person's documents and look for any discrepancies without running the in-game timer out.

If all seems clear, you can go back into the game, unpause it and approve him or her right away, or otherwise point out a discrepancy right away.

FREQUENTLY ASKED QUESTIONS

Q: How does one prove an invalid issuing city or district?

A: Enter your rulebook, and go to your Regional Map, specifically of

the country that issued the passport. In the case of an invalid city, link the invalid city to the list of three cities in that country's map. For the districts, link the invalid district to the list of Arstotzka's districts.

Q: Do the Tokens do anything?

A: The Tokens do NOT do anything by themselves, just give you a Steam Achievement. Therefore, if you have an Achievement already, you do not need to bother taking the steps to get a Token, as most of them will cost you due to getting a Citation in the process.

Q: Can I keep the 1000 or 2000 Credit EZIC Gift?

A: No, you cannot. However, if you have less than 100 Credits on-hand, you can accept the 1000 Credit Gift and then Upgrade to a larger Apartment (and with less than 75 Credits on-hand, it makes sense to Upgrade, then Downgrade for your refund).

Q: How do I Deny or Approve somebody with no passport?

A: Bring out the rulebook, and in Inspection Mode, link the line about all entrants needing a passport to your DESK to point out the discrepancy.

Q: How should I manage my expenses?

A: Never upgrade your apartment. Always alternate between Heat and Food costs on alternate days (you may need to pay for Medicine for your son, but this costs less overall). Make sure to have money on-hand to

adopt your Niece on Day 21 as she will prove a net benefit overall when she brings her family savings with her. And if you really have to, swallow your pride and enable Easy Mode for an extra 20 Credits a day.

WALKTHROUGH

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### Day One

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This is the very first day of the game. Several elements are introduced

here, but most of them are not yet used. Peruse the rulebook as you wish, use the shutters and examine the daily bulletin from the Ministry of Admission, but none of them are required as yet.

The day starts when you call for the first migrant. To do this, you must click on the speakers on the rooftop of the customs building, and the Inspector will shout 'NEXT'. Once you have approved or denied a person, you can click it again, but the Inspector only shouts 'NEXT' once the current person has left the building on-screen.

As soon as a person's on-screen silhouette enters the customs building (but before they actually show up in front of you in your first-person perspective), you can pull out the Visa Stamp right away, saving a few seconds per encounter (you can also pull out the Stamps before somebody comes in, but it will automatically retract should you do so).

There are a mere two rules to follow when approving or denying Visas for today: first, only Arstotzkan citizenry are allowed in, and all entrants must have a passport. If you send somebody through who should not have gotten in, or deny somebody who should have made it in, you can get a total of two citations a day before you start receiving penalties.

Finally, each day has several 'scripted' events, where a specific entrant will ALWAYS have certain traits, such as ALWAYS being from a certain nation, ALWAYS having his or her paperwork in order, ALWAYS having incorrect paperwork, and so on. If you keep track of these, you can basically reject or approve a person right away without even needing to make a cursory check of his or her documents.

At the end of each day, you will be given a salary of 5 credits per person you CORRECTLY processed, and deducted 5 credits for every person you incorrectly processed after the first two citations. Money will then be deducted from your savings for rent, food and heat. Rent is mandatory, while you may eventually be forced to stop spending on either or both of food and heat. Your money savings may become a vital point, depending on how well you play the main game.

RULES

- All entrants must have a passport
- Only citizens of Arstotzka are allowed in

SCRIPTED ENTRIES

- Entrant One is an Arstotzkan. Approve him/her.

- Entrant Two is an Imporian. Deny him/her.

- Entrant Three is a Republian. Deny him/her.

- Entrant Five is a Kolechian who makes a threat, and then leaves. He will count as having been processed, so you get 5 credits as a result. The day will continue on to at least this entrant, no matter how long you take with the first four entrants.

TIPS

•If ever you make an error with Approving but have not handed the passport back yet, a DENY stamp always overrides an APPROVE stamp. Therefore, if you Approved and then spot an error right after, you can put a DENY stamp on and it will go through as Deny.

•For non-scripted entries, look at the COLOUR of the person's passport. Arstotzkan's passports are grey, so you can approve his or her passport right away without taking the extra couple of seconds to search inside the passport for the country of origin (and conversely, rejecting everybody who does NOT have a grey passport).

•Try to get through as many possible entrants as you can during this day to build up a decent cash pile ahead of time.

•You can alternate between paying for Heat and Food each day to save money on your family. Hungry status and Cold status can be remedied respectively by paying for Food and Heat that day. If a family member is Sick or Very Sick, however, you will need to pay medicine to keep that person alive, but in most cases will only be caused when a Hungry or Cold status is prolonged for longer than one day. Your son will often be sick, but Medicine for him only costs 5 Credits as opposed to 10 or 20 Credits for Heat and Food.

DAY TWO

On Day Two, Papers, Please scales up significantly in complexity with the introduction of the Inspection system. While you can now allow in persons of any nationality, you must also keep an eye on their passport and make certain that there are no discrepancies in the paperwork. If there are, you must deny that person entry into the country.

Discrepancies can include:

- Expired passport date (anything expiring prior to November 24/1982)
- Passport photo not matching up with the person in front of you (there is a little bit of leeway with this with regards to hair styles, but that is it)
- Incorrect Gender
- The issuing city not actually existing in that country (look at the regional map in your rulebook to see the real list of countries) or in the case of Arstotzka on documents other than the passport, the issuing district

There will be more types of discrepancies later on, but this is all you need to worry about for the time being.

After you go through the first six entrants and get to the seventh entrant, a terrorist attack will automatically occur, stopping your day early. No matter how long you take with the first six entrants, the day will not end until you get to the terrorist attack.

RULES

- All entrants must have a passport
- All documents must be current and not expired

SCRIPTED ENTRIES

- Entrant Two is an Antegrian with an expired passport. Deny him/her.
- Entrant Four is an Arstotzkan. Approve him/her.
- Entrant Six is an Arstotzkan who will give you an ad for The Pink Vice.
Approve her (see below in Tips for an extra detail).
- When inspecting Entrant Seven, an automatic event will occur involving a terrorist attack.

TIPS

•Any time somebody hands you an ad for The Pink Vice, that person ALWAYS has the paperwork in order, so you can approve that person right away.

•Check for spelling errors in the issuing city or district. If there is a spelling error, it is an invalid document. For example, the city of Outer Grouse in Antegria may have 'Oater Grouse' or 'Outer Grousa' on a document, which makes it invalid.

•Note that you do NOT have to point out a discrepancy (at least, for now) in a person's documents. If somebody has an error on his passport, you can Deny him entry to Arstoztka right away with no need to go into Inspection mode.

•If you either press the Exit button or the game program for Papers, Please is not the active window, the game pauses. As such, you can quickly pause the game, and make certain that the issuing city belongs in the country of origin, or the district in Arstotzka actually exists.

•Papers, Please is sometimes a little lacking with its sprites, with males looking like females and females looking like males. If you are not ABSOLUTELY SURE of somebody's gender, then use Inspection Mode and link the person and the gender stated on the passport. If the genders match up, you will get a 'Matching Data' prognosis and the gender is correct.

Day THREE

Starting on Day Three, any foreigners (anybody except for Arstotzkans) will require a valid entry ticket to enter. When you pick up a passport off the table, a valid entry ticket will usually be right underneath it if the entrant has one, and this will repeat itself with any other papers in the future.

An entry ticket has a date on it. To be valid, the date on it must be the exact as the current date (in Day Three's case, November 25th, 1982). When you approve or deny a passport for entry, you must hand back both the person's passport and his or her entry ticket before he or she can leave.

If a person is missing an entry ticket, in Inspection Mode, point out the rule in the rulebook that all foreigners must have an entry ticket and link it to the table to point out the discrepancy (of course, you can also reject the person right away and it will not count against you. This is the faster option as most people will be missing an entry ticket and you will have to deny them anyways).

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have an entry ticket that is good for the day of entry.

SCRIPTED ENTRIES

- Entrant One is a foreigner with valid papers. Approve him/her.
- Entrant Two is a foreigner missing his or her entry ticket. Point out this discrepancy to get him or her to hand over the entry ticket and then approve him/her, or else just reject the entrant from the start.
- Entrant Three is an Imporian who will give you a The Pink Vice ad. Approve her.
- Entrant Five has valid papers, and mentions the terrorist attack from the day prior. Approve him/her.
- Entrant Six has an invalid entry ticket. Deny him/her.
- Entrant Eight is a character named Jorji Costava who will be a recurring character in Papers, Please. He will not have any papers whatsoever.

In Inspection Mode, point out the rule about an entrant needing a passport and link it with the table to send him off.

TIPS

•Much like was useful on Day One, keep an eye on the entrant's passport colour. If you see that it is grey, you know he or she is an Arstotzkan and does not need an entry permit. If somebody has a passport of a different colour and no entry permit, you can quickly deny him or her entry.

DAY FOUR

More requirements are piled on in Day Four. Instead of Entry Tickets, foreigners now require an Entry Permit. Whereas Entry Tickets only had an Entry Day, Entry Permits have an Enter BY date, so as long as the permit has not expired it is good. However, the Entry Permits are also more detailed, with a person's name, passport number, purpose and duration of visit on the Permit. If the details on the person's passport and his or her permit do not match up, you must reject him or her.

Read a person's dialogue when he or she comes in. If his or her reason for visiting or duration of stay does not line up with the entry permit, you must deny him or her. Note that 7 days = 1 week, 30 days = 1 month, and 4 weeks = 1 month, so if a person says they are staying 8 weeks and his or her permit says 2 months, it is not grounds for denial. 'A few' can mean either 2 or 3 or 4, so a few weeks can be 2 weeks, 3 weeks or a full 4 weeks/a month. To double-check, match the line from the audio record with the entry permit to be certain the data matches up.

Arstotzkan citizens must also present an ID card. In addition to a photo, name and date of birth, all of which must correspond with the passport (and person in front of you in the case of the photo), the ID card also has a height, weight, and issuing district. You can see the entrant's physical weight on the lower right corner of the tools in your office to the right of your rulebook, in kilograms (kg). The person's height can be read using the measuring lines behind the person and tracing them left to see the line measurements. Finally, the district must be a legitimate district in Arstotzka (you can see this in-game by reading Rulebook - > Regional Map - > Arstotzka).

Audio Transcripts and Fingerprints both become available to use. You may need to use Audio Transcripts if you are not paying sufficient attention to what a foreigner explains as his or her reason for visit and duration of stay.

Fingerprints only see rare use if you choose to interrogate a person over discrepancies such as different height, names, or between appearance and photo. If the fingerprints do not match up, enter Inspection Mode and link the given fingerprints and the fingerprints on record provided. You can then detain that person (starting on Day 5) if the documents still do not match up or otherwise Deny him or her entry.

This day also presents the first two opportunities to get country tokens, which are basically trinket unlockables (and have a related Steam achievement). If you accept certain people in regardless of their validities, you can get the token permanently. The people with the tokens are noted in the Scripted Entries below.

At the end of the day at home, it will be indicated to you that rent will have gone up. This does not take effect on Day 4, but on Day 5 it will have

increased from 20 credits per day to 25 credits per day, so again budget accordingly.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card

SCRIPTED ENTRIES

•Entrant Three has a entry ticket, which is no longer valid. Deny him/her.

•Entrant Five is a female Imporian wanting to visit her son. She does not have valid documents, but allowing her in anyways will get you the Impor Token and Steam achievement.

•Entrant Seven has an incorrect name on his or her entry permit. Deny him/her.

•Entrant Eight is Jorji Costava with a fake passport. Approving his passport will get you the Obristan Token and Steam achievement.

•Entrant Nine is always an Arstotzkan citizen, but nothing more than that is set in stone.

TIPS

- Tokens are collectible and do not serve any purpose beyond that. If you rack up penalties, you can restart the day once you have the Imporian and Obristan Tokens, reject the Fifth entrant and Jorji, and have two citations leeway.

DAY FIVE

On Day Five, you should pay attention to the headlines, specifically about Vince Lestrade, a Track Star wanted for murder. Lestrade will show up as an entrant at your customs booth during the day. Vince Lestrade's paperwork is all in order, so if you just straight up deny him you will get a citation (or penalty if you have already received two citations).

There are a number of things you can do. You can just approve him straight up, which saves you gameplay time during the day to make more money by processing claims, or you can enter Inspection Mode and link his name on his passport with the headline article from the newspaper, and then either deny him or detain him.

What you do does not affect gameplay from here on out, outside of a headline change in the newspaper tomorrow. From a pure cost-basis, approving him straight-up makes the most sense.

Detaining is a new feature. After interrogating somebody once, you can have him or her detained. This should only be used in certain circumstances, such as somebody refusing to leave. Otherwise, you will be wasting time over just denying somebody's passport for entry.

At the end of the day, you also get a chance to do your first booth upgrade, which allows you to open Inspection Mode and close it through use of the space bar.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card

SCRIPTED ENTRIES

•Entrant One is an Antegrian whose passport and entry permit numbers do not match up. Reject him or her.

•Entrant Three is Vince Lestrade. As discussed above, you can do what you want with him, but his papers are valid.

- Entrant Five is visiting from United Federation.

- Entrant Eight is a male Antegrian whose papers are valid. Approve him/her.

- Entrant Nine is a female Antegrian who is the wife of Entrant Eight. If you denied Entrant Eight for whatever reason, she will automatically leave. She will be missing her entry permit. Approving her will give you the Antegria token along with the corresponding Steam achievement, as well as a citation/penalty.

TIPS

- As noted before, Approving Vince Lestrade's passport without interrogating him at all is the best option if you want to be able to process as many claims possible within the day and make more money.

- The booth upgrade at the end of the day allows you to hit the Space bar to open and close Inspection Mode. Needless to say, having this as a hotkey can help shave seconds off every time you need to use it.

DAY SIX

Another paperwork requirement is introduced on Day Six, as all people entering the country for work must now have a Work Pass. In addition to the person's name, the Work Pass also has a Valid work end date that must match up with the length of period the entrant states. Finally, although it is not something you will currently encounter, in the future seals may also be forged.

The second person to enter will give you a note that talks about a Dari Ludum, who is the seventh entrant of the day. If you enter Inspection Mode when Dari Ludum comes in and link the name on his passport to the note, or give him the note, you will be given the option to detain him. Much like Vince Lestrade on Day Five, approving, denying or detaining Dari Ludum does not change much except for the headlines the next day. You do not have to worry about wasting time on detaining him, as the day will be cut short regardless.

A terrorist attack shall occur on the ninth entrant or later, depending on whether or not you approve the ninth entrant, who has valid papers. The attack can cut the day short, but if it does not occur by 6pm, will also extend the day indefinitely until it does.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card

SCRIPTED ENTRIES

- Entrant One is a worker with valid papers and work pass.

- Entrant Two is a young female out of Obristan with valid papers and work pass. Regardless of if you approve or deny her, you will get a note from her talking about Dari Ludum.

- Entrant Five will be Jorji Costava if you did not allow him in on Day 4. He lacks an Entry Permit, and so approving him will get you a citation but also give you the Obristan token and corresponding Steam achievement if you have not yet already the latter.

- Entrant Seven will be Dari Ludum. As noted above, his papers are valid, so if you do not interrogate him or detain him, denying him will get you a citation.

- Entrant Nine is a Kolechian with valid papers. Approving him or her will result in the end of the day via a terrorist attack. If you deny him or her, the next person to be approved will cause the attack instead.

TIPS

•The ninth entrant will be the terrorist, unless you deny entry to him or her. If that is the case, the next person approved will be the terrorist. If you do not have any citations up to the ninth person, you can attempt to get at least one more 'correct' procession in for more credits by rejecting him or her, and denying the next person in line if his or her paperwork is not correct, and onwards until you approve somebody. Once you have two citations, be sure to get the next person correct. You have all the time needed until the terrorist attack occurs, so do not rush things.

DAY SEVEN

As a result of the terrorist attack the day beforehand, a Search option becomes available, and all Kolechians must be searched. To initiate a search, you must first find a discrepancy in Inspection Mode before the Search button is made available. In the case of the Kolechians, you need to enter Inspection Mode and link the rule about 'Search all Kolechians' in the rulebook with the person himself or herself. You will be given a picture print-out with a front side, and can rotate it around to see a back side.

In addition to inspecting all Kolechians, no weapons or contraband are allowed into Arstotzka. This is not heavily relevant right now outside of Entrant Seven, but later on you will be expected to note mass discrepancies between a person's listed weight and his or her actual weight as a reason to inspect him or her.

R U L E S

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All Kolehians must be searched
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

•Entrant One is a Kolechian female tourist with valid papers. Link the rule stating that all Kolechians must be searched with the person herself in order to search her, then Approve her passport and send her away as soon as the picture comes in.

•Entrant Four is an Arstotzkan male with feminine features who has valid papers. Inspecting him by linking his stated gender and himself allows you to search. You can then Approve his passport and send him on.

•Entrant Seven is a male Kolechian named Shaddy Safadi. Point out that he is a Kolechian to search him, then rotate his picture to spot contraband taped up behind his leg. Pointing this out with the rule on no contraband will cause Shaddy to attempt to bribe you with 10 credits to enter. You can go either way or detain him.

TIPS

- It only makes a difference of 5 credits (getting 10 in the bribe, losing 5 for not processing Shaddy correctly), but you are better off approving Shaddy's claim AFTER he makes his bribe offer.

DAY EIGHT

Day Eight marks a couple of significant changes. The first is the requirement for all Kolechians to be searched being struck down. Secondly, potential entrants will now include diplomats. Diplomats will have both a passport and a diplomatic authorization. Discrepancies that may exist in a diplomatic authorization include a mismatch between their passport number, their name, and the issuing country of the passport and diplomatic authorization.

Additionally, all diplomatic authorizations must have a valid diplomatic seal, though this does not become a problem for a few days. They must also actually have access to Arstotzka listed in the authorization.

Day Eight also starts the intrigue behind the scenes, finally building up a multi-day plot arc with EZIC, a terrorist cell. Entrant Five will be a normal EZIC who gives you a note saying 'Corman Drex' before leaving. Entrant Nine will be Corman Drex. You do not have to give the note to Corman, but he will come back the next day if you do not.

At the end of the day, if you installed the first booth upgrade to use the Space Bar, the second booth upgrade, hitting the Tab Key to bring up the

Visa Stamp, will be available (each booth upgrade is available 3 days after purchasing the last one).

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

•Entrant One is a Kolechian diplomat. His or her papers will always be in order. Approve his/her entry.

•Entrant Three will be Jorji Costava if you did not allow him in on Day 4 or Day 7. He lacks an Entry Permit (but has an Entry Ticket), and so approving him will get you a citation but also give you the Obristan token and corresponding Steam achievement if you have not yet already the latter.

- Entrant Five is a member of EZIC, who will give you an EZIC card saying 'Corman Drex' before leaving.

- Entrant Nine will be Corman Drex, who has a randomly generated gender and face. Give the note to him or her to get a note in return. Read it (or not, as the contents are available in this guide so you may read it separately to save time in-game) and then hand it back to him or her to get a coded document. If you do not give the note to him or her, he or she will be back the next day. Corman Drex will otherwise have his or her paperwork in order and can be Approved and waved through.

TIPS

- Again, do not bother to read Corman's note and instead give the note back to the man or woman. Instead, read the content here or elsewhere to save in-game time for more processing.

- Buy the booth upgrade again at the end of the day to decrease the time it takes to process somebody.

DAY NINE

At the start of the day, when you call for your first entrant, you will instead be visited by one of the border guards, who calls himself Calensk. Calensk will offer to give you 5 credits every two days for every 2 people that you detain. The amount that Calensk actually pays is capped, slowly increasing over time from 5 credits up to 30 credits. Because Calensk's payments are capped at 5 credits to start, do not bother detaining more than 2 people until he shows up again.

The clock does not run while you are talking to Calensk, but it does as soon as he leaves your post. Be prepared to immediately click the loudspeaker to call the next person in line. Calensk does count as a procession, and so you get 5 credits from his visit.

In addition to Calensk, there will be a little intrigue game between an agent from Arstotzka's Ministry of Information and an impostor. There is no effect on the storyline depending on what you do, so pay no real attention to it other than the 10 credits you get out of it.

Corman Drex will show up as the ninth entrant if you ignored him or her the day prior. He or she will not leave the booth until you give him or her the first EZIC note, then the second note you get from Corman. As before, Corman can be approved and waved through.

Following Corman or the random ninth entrant, you will eventually get a smuggler who may or may not be detectible who will commit a terrorist attack (smugglers only appear to be Arstotzkans, and you can detect these right away by comparing the weights on their ID cards to their actual weights), cutting the day short, unless time runs out in the day first. If you catch a smuggler, another one will come on, and so on until the day ends or you let one slip by. Because one or the other MUST occur, you could ideally do one of the detainings for Calensk today with the smugglers (another one is required tomorrow).

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

- Entrant One will be the security guard Calensk, who initiates a conversation with you about detaining people for a kickback. His conversation does not take up any time.

- Entrant Four is an agent from the Ministry of Information in Arstotzka who shall give you two sets of documents. Entrant Four counts as a procession.

- Entrant Seven will be the imposot mentioned by Entrant Four. You can give him either set of documents, and all you get is a different headline the day following. Entrant Seven counts as a procession.

- Entrant Nine will be Corman Drex, if you did not give the EZIC note to Corman yesterday, who has a randomly generated gender and face. Give the note to him or her to get a note in return. Read it (or not, as the contents are available in this guide so you may read it separately to save time in-game) and then hand it back to him or her to get a coded document (Corman will not leave until you hand the first and then second note over).

TIPS

- After the ninth entrant, ALWAYS compare the weight on Arstotzkans' ID cards to their actual weight. If they do not match up, quickly Deny him or her and send him or her on his or her way to save processing time and prevent the smuggler from ending your day right away, so that you can continue to accumulate more Credits for your salary.

DAY TEN

No new complications to gameplay occur today, but what suffices for plot in Papers, Please moves along a bit. The first entrant will be the divisional authority of East Grestin who comes to visit the inspector.

The fourth entrant does not have any paperwork on him. It may be quicker to simply approve him. If you go to the process of pulling out the rulebook and using Inspection mode to point out his or her need for a passport, he or she will refuse to leave and must be detained. Only bother if you have one or none of the detainees needed for 5 credits from Calensk.

Finally, another EZIC agent arrives to drop off a cipher.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

- Entrant One will be Dmitri, the divisional supervisor of East Grestin, who will give you a plaque you can hang on your head. Dmitri counts as a procession, netting you 5 credits. He will come in from the right side on the overfield (you do not call him in with the speakers). Once he leaves, the clock starts running.

- Entrant Four is a foreigner with no papers. Using Inspection Mode to point out the lack of paperwork and Denying him or her will require you to have the foreigner detained.

- Entrant Seven is an EZIC agent who drops off a cipher before leaving, and also counts as a procession.

TIPS

- As mentioned above, it may be faster to simply wave through Entrant Four and take the citation hit than to waste time to point out the lack of paperwork, getting a temporary Visa, issuing a Deny stamp and then having the entrant detained.

- This is just the author's experience, but he started to get a lot more passports that had cities that actually existed, but were NOT in the correct country (for example, a passport from Republia that was issued by Skal, when Skal is located in Obristan), so brush up on which country is in which nation.

DAY ELEVEN

Things ramp up again in complexity for Day Eleven. Although you get no new rule changes, forgeries will start littering the place. Fortunately, the Entry Permits have only two types of seals, which you can learn to recognise with only a little bit of practice. However, the Work Passes have four different types of seals and come along a lot less, so you will want to check up on the seals when a Work Pass comes by. Of course, sometimes a Permit or Pass will be lacking a seal altogether, and you can reject the person's entry right away.

To see what a legitimate seal looks like, open your rulebook, and examine 'Documents' then either 'Entry Permit' or 'Work Pass'.

Jorji Costava will show up with valid documents during the day if you have not allowed him through in the past. This is the last chance to get the Obristan token on this playthrough (and associated Steam achievement if you do not already have it).

Following the ninth entrant, pay attention to the weights of ALL Arstotzkans to catch any potential smugglers. There may be foreign smugglers who you will not catch unless you do a full search, but because there would already be a discrepancy that leads you to search them, you can turn them away without bothering to do a search. An Arstotzkan with an invalid weight is a dead giveaway, and you can detain up to 4 people for Calensk to give you 10 credits on Day Thirteen.

At the end of the day, if you bought the two earlier booth upgrades as soon as they were available, you can buy the rulebook shortcuts, which allows you to toggle between the sections of the rulebook without having to go back to the front of the rulebook. You will also be given a chance to accept a 1000 Credit bribe from EZIC, which is toggled on by default. If you burn it, a 2000 Credit bribe shall appear the following evening. If you accept it, you must let a certain person in on Day 14 or get a bad ending early.

Finally, Day Eleven is where the plot of Papers, Please finally begins to branch off. An EZIC operative visits today, and depending on what you do with him will open up some endings and close off other endings.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

- Entrant One is a foreigner who always will have a forged entry permit.

- Entrant Two is Jorji Costava with valid papers if you have not allowed him through in the past. Approving his passport will get you the Obristan Token and Steam achievement.

- Entrant Four will be Calensk, who will hand you 5 credits if you have detained at least two people in the two days prior. If you detained four people or more, you will only get 5 credits, but you will get a dialogue change talking about Calensk's spouse. Calensk counts as a procession and so you do get another 5 credits from his visit.

- Entrant Six will be Mikhail Saratov, an EZIC operative. If you put the cipher and coded document together you would have gotten his name by aligning the top-centre opening on the cipher with the sun on the coded document. His Entry Permit is missing, so letting him in will result in a citation.

- Entrant nine will be an EZIC messenger if Mikhail Saratov is denied, who delivers a threat. The EZIC messenger will leave, but again counts as a procession.

TIPS

- For at least a couple of times, really DO take time to familiarise yourself with the Ministry of Admission's seals for Entry Permits and Ministry of Labor's seals for Work Passes so you can recognise forgeries right away.

- A general rule of thumb for spotting forgeries comes from GameFAQs user Larcen Tyler:

- I wanted to give you a tip on spotting forged documents.

The entry permits have the following characteristics with their symbols:

- The slash always goes from the upper-right to the bottom-left (it's a forward slash.)
- The 'MOA' only appears on circular icons.

As for the work permits, the hammer ALWAYS points to the left. •

DAY TWELVE

Day Twelve marks the first visit of M. Vonel, a Ministry of Information investigator. Much like other people visiting at the start of the day, time does not run while he talks, and he counts as a procession. You can get a bad end by handing him the EZIC cipher or coded document after he is done speaking.

The end of the day will be cut short following entrant eight (or run until 6pm if you do not get to the trigger entrant by then) by another terrorist attack.

Following work, you will get 2000 Credits as a gift from EZIC if you burned the 1000 credits the day before. Similar to Day Eleven, the gift is toggled on by default, but you can reject it.

You will also be given the chance to upgrade to a large apartment. You will be required to pay 100 Credits upfront to move to the Class Seven apartment, and pay more rent. There is no real benefit to moving into a larger apartment, but if you continue upgrading up to Class Five, you eventually get a Steam achievement.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card

- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

SCRIPTED ENTRIES

•Entrant One will be M. Vonel. After he is done speaking, hand him back his badge and the picture of EZIC's symbol to continue the game, or the cipher or coded document to get a bad ending.

•Entrant Four is an Arstotzkan man named Messof Anegovych whose papers are always valid. Upon either approving or denying him, he will give you four business cards. If you hand all four out to entrants with a Work Pass that says 'Engineering', you will be able to receive the Arstotzkan token and the corresponding Steam Achievement, so long as you achieve this prior to Messof's return on Day Sixteen.

•Entrant Six will comment on the plaque given to you by Dmitri, the divisional authority, if you put it on the wall and still have it there.

•Entrant Eight will be an engineer with valid papers. You can give him one of the business cards from Messof to him before giving him all the rest of his papers back.

TIPS

- Be absolutely certain to let Messof Anegovych through and hand the first of four business cards to Entrant Eight. Messof will later return and give you 5 credits per person you give the card to, up to a total of 20 credits.

ENDINGS

- Giving M. Vonel either the EZIC cipher or coded document when he asks for his badge back will result in you getting Ending 3 along with the 'Too Honest' Steam Achievement.

DAY THIRTEEN

Following the terrorist attack of the day before, all foreigners will now require an Identity Supplement in order to enter Arstotzka. All Identity Supplements contain a height, weight, description of his or her physical appearance (not an actual photo), and an expiry date for the Identity Supplement. Much like with Arstotzkan's normal ID cards, you should Deny a person if their height or weight do not match up (or interrogate and detain them for money from Calensk).

One entrant will complain about how it would have been faster to bribe the inspector. This entrant MAY or MAY NOT have valid papers.

At the end of the day, if you accepted either the gift of 1000 or 2000 credits from EZIC, you shall have it taken away along with ALL the rest of your savings, so you will want to make more money than you need to spend today. You can recover your savings back on Day Fourteen.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement

SCRIPTED ENTRIES

•Entrant Three will be Calensk, who shall give you up to 10 Credits in return for detaining people.

•Entrant Six is a man named Filipe Hasse. If you Approve him, you will get a citation, but several days later you get him in and can get 10 credits on top of Approving him with valid papers.

•Entrant Seven is an engineer with valid papers. Give him or her a business card from Messof Anegovych before handing the passport and other papers

back.

- Entrant Nine shall complain about how it would have been faster to bribe the inspector. Entrant Nine's papers MAY or MAY NOT be valid.

TIPS

- Fingerprinting will become a big thing for you from now on, as a person's height or weight or physical description will often conflict with other records. Get used to being able to hand a fingerprint sheet to a person and linking thumb records.

DAY FOURTEEN

A new mechanic is introduced today, where you will be given a list of three faces of the Most Wanted Criminals. This is put into your daily bulletin as opposed to your rulebook. When a Most Wanted Criminal shows up, you need to link his or her face to the corresponding photo on the middle page of the bulletin to interrogate him or her, and then have the criminal Detained. You can also just Deny the person entry to the nation.

After Entrant Nine, an EZIC agent named Stepheni Graire is allowed in, smugglers will be randomly generated. If one is allowed in, he or she will trigger a terrorist attack, ending the day early. ALWAYS check the weight of a person up against his or her ID card or Identity Supplement.

At the end of the day, you can buy the fourth and final Booth Upgrade if you bought all three prior upgrades as soon as they were possible. When you are

in Inspection Mode and linking two pieces of evidence, you can double click with the mouse to speed up the Inspection time.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin middle page)

SCRIPTED ENTRIES

•Entrant One will be one of the three listed Most Wanted Criminals. Use Inspection Mode to link the photo on the MWC list to the person in front of you to be able to detain. Otherwise, just straight-up deny him or her.

•Entrant Three will be an EZIC operative if you accepted either the 1000 or 2000 Credit gift. He or she will inform you of a later operative showing up.

- Entrant Four is an engineer with valid papers. Give him or her a business card from Messof Anegovych before handing the passport and other papers back.

- Entrant Six will be one of the three listed Most Wanted Criminals. Use Inspection Mode to link the photo on the MWC list to the person in front of you to be able to detain. Otherwise, just straight-up deny him or her.

- Entrant Seven is a man who is either Nathan Cykelek or Carpov Calistnen. He will give you two passports with identical data except for the names. He will ask you for both documents back. You can hand him both of them back without doing anything, or detain him. Approving either passport will lead to a citation.

- Entrant Nine is a female named Stepheni Graire, who is the EZIC agent earlier mentioned. Her papers are invalid and will lead to a citation if approved and allowed in, but if you accepted either the 1000 or 2000 bribe gift, you must let her in or else you will get a bad ending the following day.

TIPS

- Most Wanted Criminals are an easy way to rack up detainings for Credits from Calensk, as you need only link his or her face with his or her photo in the Most Wanted Criminals list before getting the option to detain (as opposed to having to fingerprint first, etc.)

- Following Stepheni Graire, ALWAYS check a person's weight against what they have listed on their documentation. As you will encounter several smugglers, this is an easy way to quickly deny or detain people.

ENDINGS

•If you Deny Stepheni Graire entry to Arstotzka and you accepted either the 1000 or 2000 credit bribe, you will get Ending 4, a Bad Ending, at the start of Day 15.

DAY FIFTEEN

No rule changes occur on Day 15, but you will get a little bit of a scare with the second entrant, who will drop a bomb on your desk. Calensk will automatically come in as the third entrant and order you to disassemble it.

To do so, click and drag the bomb from the desk onto your documents view. Click on the four screws on top to take the panel off. The four wires in the middle can be traced back to four boxes numbered 1-4. Cut the wire corresponding with 1, then 2, then 3, and finally 4. If you take too long to cut the wires or do not do it in order, you will blow the place up. You will not get a proper ending, either, and will be sent back directly to the title screen.

Other than that, after the ninth entrant, you will get randomly generated smugglers (they all have invalid weights) that will cause a terrorist attack if you let him or her in. Again watch out for terrorists so you can continue to make money.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin middle page)

SCRIPTED ENTRIES

- Entrant Two will drop a bomb on the inspector's desk.
- Entrant Three will be Calensk, who will give you instructions on disabling the bomb before ordering you to hand it over to him.
- Entrant Five is an engineer with valid papers. Give him or her a business card from Messof Anegovych before handing the passport and other papers back.

- Entrant Seven is an EZIC member who demands the coded document and cipher back, which you must give both over and receive a note in return.

TIPS

- As always, keep an eye out on people who have invalid weight. If you have not gotten 6 detainees already, detain them, otherwise deny them and send them off to prevent a terrorist attack from ending the day early and costing you money from less processions.

ENDINGS

- If you Denied Stepheni Graire entry to Arstotzka the previous day and you accepted either the 1000 or 2000 credit bribe, you will get Ending 4, a Bad Ending, at the start of the day.

- Failing to cut the wires in time on the bomb or cutting the wrong wires will cause the bomb to blow up. You do not get a proper ending, however, and are instead sent back to the title screen.

DAY SIXTEEN

On Day Sixteen, the number of guards you have stationed around the customs office decreases from 5 to 3. You are given a key from now on. Whenever somebody jumps over a desk, you can take the key and open a lock that will show up on the right side of your document screen to take out a Tranquiliser Gun with three shots. If you can get your crosshairs over the person running across the field and shoot him with the Tranquiliser, you can a Sharpshooter money Bonus.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin middle page)

SCRIPTED ENTRIES

- Entrant One is Calensk, who will give you 10 credits if you detained 1-3 people in the two days prior, and 15 credits for 4 or more. From now on, Calensk will give you payment at your home instead of at the customs office.

- Entrant Four is missing papers. Approve or Deny him or her after hearing his or her sob story.

- Entrant Six will be Messo Anegovych. Messo will give you 5 credits per business card you handed out to an Engineer. If you gave away all four business cards to the four Engineers who have come through since his last visit, in addition to the 20 Credits you shall also get the Arstotzkan token and corresponding Steam achievement.

- Entrant Eight does not have anything special about him or herself, but when inspecting this entrant, a person will climb over the fence and run towards the guard, giving you the opportunity to use the Tranquiliser Gun. The day continues until at least Entrant Eight, no matter how long you take otherwise.

TIPS

- From now on Calensk's payments are capped at 30 Credits per two days, so you can detain up to 12 people every two days to max out your return.

DAY SEVENTEEN

Not much new happens gameplay-wise on Day Seventeen. You will encounter a new reoccurring guard, Sergiu, and get some more visits from EZIC people.

Sergiu can be killed if you are not fast enough with sniping down fence-jumpers. Keep him alive and you will eventually be able to net a good Credit reward out of it.

A journalist with just a passport and a press ID will also visit today. A press ID is not valid for entering, and so you will receive a citation if you allow him or her in. The only things that change depending on whether you Deny or Approve the journalist are the newspaper headlines the next day.

At the end of the day, if you let the EZIC agent Marie Escalli in, you will get a 20 Credit bonus from EZIC. Additionally, you shall also be given the option to move in to a Class 6 Apartment if you are already living in a Class 5 apartment. Rent increases, but heating bills decrease.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass

- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin last page)

SCRIPTED ENTRIES

- Entrant One will be Sergiu, who is an automatic visit and does not take up time.
- Entrant Three will be an EZIC messenger. Read his or her note and then give the note back to him or her to receive a cipher in return.
- Entrant Seven is a journalist who has only a passport and press ID, which is insufficient paperwork. Deny him or her entry.
- Entrant Nine is an EZIC operative named Marie Escalli. Approving her will net you a citation, but you will also get 20 Credits at the end of the day for doing so.

TIPS

- Press IDs are not official paperwork to allow somebody in, so somebody with just a passport and press ID can be rejected right away.

DAY EIGHTEEN

Day Eighteen significantly complicates the game. You can no longer get away with Denying somebody without any reason, as you will get a citation if you do not. Instead, you must also supply a reason for the Denial. To do this, you must actually interrogate somebody over a discrepancy before Denying him or her and sending that person off. You must also stamp a Reason for Denial in addition to the Deny stamp.

Be aware if you interrogate somebody and they explain it away (such as saying they are staying for 2 days, then correcting his or herself to the time listed on the entry permit) that that is not grounds for a Reason for Denial.

The day will end after 8 entrants, regardless of whether or not you get to 6pm, as another terrorist attack will occur. Be prepared for somebody jumping the fence to get your Tranquilliser Gun out and claim another Sharpshooter Bonus of 20 Credits by taking down the fencejumper.

After work, Calensk will visit and pay you 5 credits per 2 detainees, up to a total of 30 credits. You are also given the option to pay 25 Credits for a gift for your son, whose birthday is the following day (you do not get an Ending or Steam achievement out of it).

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin last page)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)

SCRIPTED ENTRIES

- Entrant One will have invalid papers. Search out the reason and point out the discrepancy. Stamp the Reason for Denial stamp along with the Deny stamp to send the person off.

- Entrant Three is an Arstotzkan who will talk about the Arskickers if you have the Arskickers pennant hanging on your wall.

- Entrant Six is a United Federations person who talks about his or her own life as a customs officer. He or she may have valid or invalid papers.

- Entrant Eight's entry into the customs office will set off an intruder jumping over the customs fence. Use the Tranquiliser Gun quickly enough or else Sergiu will be killed, and the day will be ended early regardless. If you take you time up until 6pm, the day will continue at least until Entrant Eight.

TIPS

- Detain as many people as possible to rack up detainings for Calesnk, who visits after work today.

DAY NINETEEN

On Day Nineteen, all Imporians are denied entry to Arstotzka. Take out your Rulebook and link an Imporian's passport with the rule stating no Imporians are allowed to point out the Discrepancy, before giving the Imporian both a Denial stamp and a Reason for Denial.

Jorji Costava makes his return today, for the first of several more times. If you Deny, Detain or Approve him, it does not matter as he will continue to show up.

At the end of the day, if you bought the gift for your son, you will receive a picture from him.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka

- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All Imporians must be denied entry

SCRIPTED ENTRIES

- Entrant One will be Sergiu if you stopped the terrorist the day beforehand. Time does not run down while Sergiu is in the booth, and he counts as a procession.

- Entrant Two is an Imporian. Link the rule saying Imporians are not allowed to the person in front of you to use the Reason for Denial stamp.

- Entrant Four is an old female Arstotzkan who recognises and talks with the Inspector. Her papers are always valid, so Approve her entry.

- Entrant Eight is Jorji Costava. His weight does not match his documents. Point this out and you can either Deny him with a Reason for Denial or continue with a Search and then detain him.

TIPS

- Take a look at the passport colour of each entrant. If it is brownish-

gold, you know that person is an Imporian and you can do a quickdraw link between their passport and the rule about no Imporians.

- Remove any items you have on the wall besides your plaque for tomorrow.

DAY TWENTY

On Day Twenty, the restriction on Imporians entering the country has been removed.

Besides that, however, there is a big decision to be made in the day. You will get a note from an EZIC agent as the third entrant about a man named Khaled Istom, and EZIC will want you to poison him. Khaled Istom is the ninth entrant.

To poison Khaled Istom, you need to take the envelope the EZIC agent gives you, press three consecutive arrows to open up the poison, then hold the poison over Khaled Istom's poison and press it with your mouse to apply it. If you then deny him, Khaled and three people behind him will all die of poison. If you Approve him, Khaled and a security guard who is NOT Sergiu will die outside the booth.

You can poison anybody else (even yourself, resulting in being kicked back to the title screen with no bad ending), and having somebody detained after poisoning his or her passport means that person does not die. If you do not poison anybody, a suicide bomber will be randomly generated after Khaled Istom leaves.

Poisoning somebody results in the day ending once somebody dies.

If you poisoned Khaled Istom, EZIC will gift you 20 Credits after the

day is over. If Dmitri saw anything other than the plaque hanging on your office wall, you will be fined 20 Credits at the end of the day.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)

SCRIPTED ENTRIES

- Entrant One shall be Dmitri, the district supervisor for the Ministry

of Admission. If you have anything other than the first plaque on your wall, he will fine you at the end of the day (you can quickly press the shutter button before he gets in to remove anything you do have on the wall). Dmitri will also tell you to let a person named Shae Piersovska through, but this does not come into play until Day 25.

- Entrant Three will be an EZIC agent with a note. Hand the note back to the agent to get an envelope with poison inside of it.

- Entrant Six is a journalist with a passport and press ID. Point out that all foreigners need an Entry Permit for your Reason for Denial, then Deny him or her to send him or her off.

- Entrant Nine is Khaled Istom, the so-called assassin referred to in the EZIC note from earlier. Make your decision on whether or not to poison him, and this does affect Gameplay here on out for your endings.

TIPS

- If you are going for one of the EZIC endings, poison Khaled. Otherwise, do not poison him (or anyone else) and continue the day until it ends, making sure to catch and detain any smugglers by pointing out invalid weights.

DAY TWENTY ONE

A new mechanic is introduced again on Day Twenty One, as refugees from other nations may now see asylum in Arstotzka. However, an asylum seeker must carry a valid Grant of Asylum.

Things that can make a Grant of Asylum invalid are incorrectly matching names, photos, nationality, passport number, date of birth, weight, height, an invalid Ministry of Admission seal, the Grant being expired, and non-matching fingerprints. As a result, you can expect to be having to match up a lot of figures. However, like Diplomats, an asylum seeker needs **ONLY** a Grant of Asylum in addition to a passport.

You also have the chance to start a brief multi-day set of actions to get the Republia token and corresponding Steam achievement today.

A terrorist attack will start when processing the eighth entrant. Be on the ball and snipe him down when this occurs for your Sharpshooter Bonus.

After the day is over, you will be given the option to adopt your niece for 40 Credits. You will get 100 Credits from her savings the following day, but she shall add 5 credits a day to food expenses to the end of the game. If you toggle food expenses off on alternating days, you can make 35 credits off of her.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum

SCRIPTED ENTRIES

- Entrant Two is an Antegrian female asylum seeker who was mentioned in The Truth of Arstotzka newspaper. Her papers are valid, so Approve her and wave her through.

- Entrant Four is a male jobseeker from United Federation who offers a bribe of 10 credits to Deny his passport so he may find better work elsewhere. Denial will lead to a citation, leading to a net plus of 5 Credits but you may come out neutral or lose overall if you take too many citations. Choose what you will.

- Entrant Six is a man named Danic Lorun. If you approve him, he will give you a watch as collateral and come back in 2 days with proper papers and the Republica token. If you have not yet acquired the Republica token and related Steam achievement in any playthrough, you should Approve him for now so that you may get it. You can also detain him, and the Inspector automatically sells Danic's watch for 10 Credits.

- During Entrant Eight's processing, a motorcyclist will appear to attack the security guards. Quickly use the Tranquiliser Gun to disable him before Sergiu gets killed.

TIPS

- On a purely monetary basis, if you are planning on any of the endings which involve staying in Arstotzka, whether for or against EZIC, taking the niece in will involve a net money surplus in the end. If you want to do Ending 18, she MAY cost more money in the end due to another sunk 25 Credits expense (but if you do everything right with no extra citations causing a penalty on the day you get a passport for the niece, she will again bring a surplus).

•As the day ends following the attack during the eighth entrant's procession, you may as well take both citations resulting from Entrant Four and Six.

DAY TWENTY TWO

No new mechanics are introduced today, but you get a lot of opportunity to make money by accepting gifts for doing things previously or taking a bribe. The day will continue at least until the ninth entrant passes through.

Following the ninth entrant, smugglers will be randomly generated, so again watch out for body weights. If you let a smuggler through, he or she will commit a terrorist attack, resulting in the day ending early. As you can guess, if you catch a lot of them you may detain them to make more money from Calensk after work.

When the day is over, if you adopted the niece, your food bill will go up by 5 credits per day. However, you shall also get 100 Credits from her and her mother's savings, more than making up for the 40 Credit adoption fee.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum

SCRIPTED ENTRIES

•Entrant One will be Sergiu if he is still alive and did not die in the terrorist attacks from Days 18 and 21. He will talk a little bit, and time will not run out. As always, he shall count as a procession.

•Entrant Four will be Filip Hasse. His papers are valid, so you can Approve him. He will ask for his pennant back and give you 10 Credits straight up. You can give the Pennant back to him, or you can also have him detained when he gives you the Credits bribe.

•Entrant Seven will see the return of Jorji Costava. Once again, his weight does not match up with his identity supplement. If you point out the weight discrepancy, do a search and then link his contraband with the rule about no drugs or weapons, Jorji shall offer you a 10 Credit bribe if you Approve him, but letting him in will of course give you a citation.

•Entrant Nine will offer to buy Danic Lorun's watch for 10 Credits if you let Danic in and did not detain him. If you do, however, you cannot receive the Republica token and Steam achievement on Day 23. The day will run at least up to the ninth entrant. Entrant Nine MAY or MAY NOT have valid papers.

TIPS

•Much like other 10 Credit bribes, you may want to take Jorji's bribe, but be careful because if you get past 2 citations you do not make a net profit from the bribe.

DAY TWENTY THREE

You will notice a Man in Red loitering in the background today. Along with acquiring the sniper rifle, you can achieve multiple different endings starting today depending on your actions, with two that can ONLY be achieved today.

An EZIC messenger will deliver a note early on talking about assassinating the Man in Red. Giving the note back to the EZIC agent will get you a Silver Key back, which you can use to unlock the sniper rifle. While shooting the Man in Red with the Sniper Rifle will give you a Steam achievement, you must shoot a trespasser to continue the game.

The trespasser will jump the fence when the eighth entrant comes in. No matter what happens, the day ends early.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka

- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum

SCRIPTED ENTRIES

•Entrant Two is an EZIC messenger who will give you a note. Hand the note back to him to receive a Silver Key which you can open a lock to get a Sniper Rifle whenever anybody jumps the security fence.

•Entrant Five will offer you 20 Credits for Danic Lorun's watch if you have not sold it already and did not detain Danic Lorun's watch. His papers can be either valid or invalid.

•Entrant Six shall be Danic Lorun, who hands over 10 Credits back. You will be given the option to detain him, give him his money back, Approve his passport, or Deny his passport without giving him the money back. If you give him the money, Danic will give you the money again. If you Approve his passport and then hand it over, he will give you the Republic token and corresponding Steam achievement. Danic's papers are ALWAYS valid.

•Entrant Eight's procession will trigger a person's attempt to jump over the wall. You can shoot this person, the man in red or a bystander or guard now. To be able to continue the game, you need to shoot the trespasser himself.

TIPS

- If you want to continue past Day 23, do NOT shoot the Man in Red (or anybody else besides the trespasser, for that matter). Get your Steam Achievement first for shooting the Man in Red with the Sniper Rifle, then ignore him.

ENDINGS

- Shooting the Man in Red with the Sniper Rifle when you get the chance to unlock either of your rifles unlocks a unique ending along with the 'Hired Rifle' Steam Achievement.

- Shooting the Man in Red with the Tranquiliser Gun, or shooting either a bystander or a guard with the Sniper Rifle will result in an ending each (3 separate endings).

DAY TWENTY FOUR

On Day 24, you will get the option to confiscate passports, though you will again need a reason to do so. When you do confiscate a passport, you get a passport seizure slip which you can Approve or Deny somebody with. To confiscate a passport, simply click and drag it and drop it into the box on the bottom left corner of your right side of your documents screen.

Also today, you will need to confiscate the passports of any Arstotzkan whose ID card was issued by the Altan district. If they do not have any other problems with their paperwork, you need to Approve the person's passport seizure slip and let them through. In your rulebook, there will be a new main header 'Confiscation'.

Day 24 is also another day for a POSSIBLE terrorist attack, starting with the ninth entrant. As always, check for weight discrepancies.

At the end of the day, if your family is already in a Class 6 apartment, you will get the opportunity to move up to a Class 5 apartment. This does nothing gameplay wise, but getting into the Class 5 apartment gives you a Steam achievement finally.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit

- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- Confiscate the passports of all Arstotzkans from Altan district

SCRIPTED ENTRIES

- Entrant One is an Arstotzkan who is from Altan. Confiscate his or her passport, then Approve the seizure slip. The person will refuse to leave, so detain him or her to get the line moving again.
- Entrant Four is an EZIC messenger. Accept and read his or her note and hand it back before the EZIC operative leaves.
- Entrant Six is an Arstotzkan from Altan. Confiscate his or her passport and then Approve the passport seizure slip before waving the Arstotzkan through.

- Entrant Eight is Jorji Costava. He will have valid paperwork but he is on the most wanted list. Approving him will result in a citation, so either deny or detain him after pointing out the discrepancy.

- Entrant Nine MAY be a bomber (note any weight discrepancies) and following. Detain or Deny.

TIPS

- Once more, check for weight discrepancies starting with Entrant Nine. This is a good way to rack up detainees to max out your Credits bonus from Calensk.

DAY TWENTY FIVE

At the end of 1982, smallpox may have been eradicated from the world, but polio most definitely has not. Due to an outbreak in the United Federation, you are to deny entry to anybody from the United Federation. The Inspector must still confiscate the passports of Arstotzkans from Altan.

Besides that, you will also get a two-day request from Sergiu if he is around still, the chance to obtain the Kolechia token and corresponding Steam achievement, and Shae Piersovska, the person Dmitri ordered you to let in, finally comes along today.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- Confiscate the passports of all Arstotzkans from Altan district
- No citizens of the United Federatoin are to be allowed in

SCRIPTED ENTRIES

- Entrant One will be Sergiu if he is still alive. He will request you let his girlfriend, Elisa, in when she comes in (which shall be the following day). Time does not run while Sergiu is in the booth.
- Entrant Two is from the United Federation and should be rejected, using the rule from the rulebook stating no people from the United Federation are allowed in, and linking it to his or her passport.
- Entrant Five has no supporting paperwork for his or her passport. He or she will give you a love note. You can either Deny the person entry, or Approve him or her and then Detain the person when asked for the love note back.
- Entrant Seven is a Kolechian who will talk about nobody loving him or her. Hand the love note from the previous entrant over to receive the Kolechia token and corresponding Steam achievement.

- Entrant Eight is an Arstotzkan from Altan. Confiscate his or her passport before stamping his or her ID.

- Entrant Nine is Shae Piersovska, the person Dmitri ordered you to let in several days ago. Her paperwork is insufficient and letting her in will get you a citation. If you point out the discrepancy (Arstotzka is not in the list of nations she is allowed into) and then detain her, you will get a bad ending the following day.

ENDINGS

- If you detain Shae Piersovska, you will get a bad ending, Ending 12 the following day.

DAY TWENTY SIX

Another document is required today for ALL entrants: the polio vaccine certificate. This replaces the requirement to bar United Federations citizens, who are now allowed in if all their other paperwork is in order and valid. Polio Vaccine Certificates include the entrant's name, passport number, and the date they received their vaccination. Vaccinations are good for 3 years, so anything taken before December 18th, 1989 is insufficient.

Today also wraps up a brief two-day story-line for Sergiu, and you can get a lot of money on the following day if you let Elisa in. However, as the day will be cut short by a terrorist attack, you must once more make certain to stop the terrorist with a gun before Sergiu is slain, or else you will not receive the cash bonus the following day.

Unlike previous terrorist attacks, you get not one, not two but three different terrorists attacking - one person who jumps the wall, and two people on motorcycles. If you wait long enough and the guards get killed, the wall climber will hop onto one of the motorcycles.

If you shoot the lower of the two motorcyclists, this usually has the net result of taking out both motorcyclists. You can then focus on the wall-jumper. Use both guns if you run out of ammunition in your first one.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid, unexpired entry permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- Foreigners require an identity supplement
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- Confiscate the passports of all Arstotzkans from Altan district
- All entrants must have a polio vaccine certificate

SCRIPTED ENTRIES

•Entrant Three is Elisa Katsenja, who Sergiu will have asked you the day before if he is still alive to let in. She has insufficient paperwork, but it is of a net benefit if Sergiu is still alive and you let her in. You can also give Sergiu's locket to Elisa before approving her.

•Entrant Four has no certificate of vaccination. Allowing him or her in will result in a citation.

•Entrant Five will mention that his or her papers are in order. His or her papers MAY or MAY NOT be valid.

•Entrant Seven is an Arstotzkan from Altan. Confiscate his or her passport before issuing a stamp, Deny or Approve.

•During Entrant Eight's procession, a person will jump the wall, and two people will arrive on motorcycles from the right side. Be sure to have your keys ready to quick-draw and snipe down the terrorists. Aim for the lower motorcyclist first, then the upper motorcyclist if he does not die along with the lower motorcyclist, then the wall jumper.

TIPS

•As a terrorist attack will cut the day short regardless, you may as well be slow and methodical in examining all of the non-scripted entries.

ENDINGS

- If you detained Shae Piersovska the previous day, you will get a bad ending, Ending 12 at the start of this day

DAY TWENTY SEVEN

For those of you who dislike the paperwork bloat caused by the polio vaccine certificate, you will be glad to know the Entry permit and identity supplement for foreigners is now compressed into a single Access Permit. The Access Permit must contain a valid entrant name, passport number, visit purpose, duration of stay, height, weight, corresponding physical appearance, and Ministry of Admission seal. It must also have not expired.

Today also contains the final EZIC task. If you have been doing tasks for EZIC in the past, be certain to do this one. If you are going for an Arstotzka-patriot ending, do NOT follow their orders.

When the day ends, if Sergiu is still alive and you approved Elisa's entry into Arstotzka, you will get a 100 Credit gift from Elisa. If you approved the EZIC operative masquerading as Kordon Kallo, you also get 20 Credits for that.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid access permit
- All Arstotzkans must have a valid ID card

- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- Confiscate the passports of all Arstotzkans from Altan district
- All entrants must have a polio vaccine certificate

SCRIPTED ENTRIES

•Entrant One will be Sergiu if he is still alive. If you did not give the locket back to Elisa yesterday, he shall request that you hand it over to him.

•Entrant Two shall comment on the new access permit. His or her paperwork MAY or MAY NOT be valid.

•Entrant Three is an EZIC messenger, who gives you a note and order to confiscate the passport of the Kolechian diplomat mentioned in the newspaper headlines. Hand the note back to the agent before he or she leaves.

•Entrant Five is an Arstotzkan from Altan. Confiscate his or her passport before Approving or Denying the passport seizure slip.

•Entrant Seven is Kordon Kallo, the Kolechian diplomat mentioned in the EZIC agent's note. If you want to pass the EZIC task, you must specifically confiscate Kordon Kallo's passport, then APPROVE his passport seizure slip. If you want to fail the task, just approve him straight up and wave him through.

•Entrant Nine will be an EZIC agent if you approved Kordon Kallo's entry earlier today. If you have Kordon's passport, hand it over to the agent before approving the agent to go through.

DAY TWENTY EIGHT

Starting today, all Arstotzkans should have their passports confiscated, regardless of if you Approve or Deny their applications. The day will be cut short by a terrorist attack following the seventh entrant's coming into the booth.

At the end of the day, the passports of the Inspector and his family shall be confiscated, which plays out in the following few days.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid access permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the

Discrepancy and Interrogate the person to activate the stamp)

- All asylum-seekers must have a Grant of Asylum
- All Arstotzkans must have their passports confiscated regardless of Approved or Denied entry
- All entrants must have a polio vaccine certificate
- Do not confiscate foreigners' passports (bulletin)

SCRIPTED ENTRIES

•Entrant One is an Arstotzkan citizen. Confiscate his or her passport before putting a Deny or Approve stamp down.

•Entrant Three has an entry permit and ID supplement as opposed to an access permit. Point out the requirement for an access permit in the rulebook before Denying and Denial for Reason stamping his or her passport.

•Entrant Five is a male Arstotzkan. Be certain to confiscate his passport before Approving or Denying his entry. He will also give you an ad for a Gym.

•During Entrant Seven's procession, a terrorist attack will occur with an attacker arriving on the motorcycle.

TIPS

•As the day is scripted to end following the terrorist attack when the seventh entrant comes in, you can take your time as the day will run up to said seventh entrant regardless.

DAY TWENTY NINE

As you get into the last few days of the ame, another possible pair of endings will open up to you when Jorji Costava shows up, and explains how it is possible to escape to Obristan. If you are going for this ending, you will need to get the passports of the two Obristan citizens you are guaranteed to meet today, plus start building up a stockpile of 25 Credits per family member you plan on escaping with.

At the end of the day, if the Inspector's wife is still alive, you will get a family picture which you can hang the following day from your wall. You can also escape to Obristan following today, though you may not have enough passports and/or money to evacuate the entire family.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid access permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka

- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- All Arstotzkans must have their passports confiscated regardless of Approved or Denied entry
- All entrants must have a polio vaccine certificate
- Do not confiscate foreigners' passports (bulletin)

SCRIPTED ENTRIES

•Entrant One shall be M. Vonel who will talk about an upcoming audit. He shall be there at the very beginning of the day, and counts as a procession.

•Entrant Three will see the return of Jorji Costava, who has all his papers in order. Jorji and the Inspector will talk, and you will be given instructions on how to escape to Obristan, which is one of the Endings. To do so, you must confiscate an Obristan passport for each family member and have 25 Credits to spare per person, including the Inspector. Approve Jorji's passport and let him in and Jorji will hand the passport over to you. You will get a citation regardless as you would still have 'confiscated' a passport unauthorised.

•Entrant Eight is a United Federations man who will ask you to approve Simon Wens, the serial killer in today's passport, but to confiscate his

passport. He will exit out after making his request.

TIPS

•Ending 16 and Ending 18 are possible at the end of the day, both involving escaping to Obristan. Ending 16 involves only taking some of your family members, while Ending 18 involves taking ALL your family members with you (obvious to say, but if you have not had any of your family members die on you over the course of the game, Ending 18 is not yet achievable today).

DAY THIRTY

There are no rules or complications today. However, you should be able to glean the build-up to the end of the game from the conversations that take place today.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid access permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass

- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- All Arstotzkans must have their passports confiscated regardless of Approved or Denied entry
- All entrants must have a polio vaccine certificate
- Do not confiscate foreigners' passports (bulletin)

SCRIPTED ENTRIES

•Entrant One shall be Dmitri, the divisional inspector. If you do not have both plaques on the wall from his prior visits, or you have anything other than the plaques hanging from the wall, you will be fined 20 Credits at the end of the day (if you were fined already, you will be arrested and given a game over). Dmitri counts as a procession, and time stands still while he is talking to you.

•Entrant Two is an Obristan citizen. If you intend to escape to Obristan, confiscating his or her passport should be done.

- Entrant Three is Simon Wens, the serial killer mentioned in the headlines the day prior. Approving him will result in a citation. To process him correctly, you need to point out that he is on the Most Wanted Criminals list. If you confiscate his passport and then allow him to pass, you will be able to receive the United Federations token and corresponding Steam achievement.

- Entrant Seven is the United Federations man who requested you allow Simon Wens to enter. If you took Wens' passport, hand the passport over to the man. When he hands it back to you, confiscate the passport, then Approve the passport seizure slip and give it to the man to be able to approve him without a citation. If you do this all correctly, you shall receive the United Federations Token and the Steam achievement which goes along with it.

- Entrant Nine does not have an access permit.

ENDINGS

- If you get a warning from Dmitri today, and already had a prior warning, the Inspector is automatically arrested and the game ends with Ending 11.

- Endings 16 and 18, involving escape to Obristan, are still available at the end of the day.

DAY THIRTY ONE

Today is the second-last possible day of the game, and a bevy of endings are possible, depending on your actions with the EZIC agents throughout the game.

When the eighth person comes in for procession, EZIC will attack with two agents.

If you have completed at least four of the five tasks EZIC gave to you over the course of the game, you will get a visit from the EZIC agent as your second entrant. When the two EZIC agents attack, the two of them will attack the booth. You will receive separate endings for if you allow them to destroy the wall, allow them to destroy the wall but shoot one of the agents, or neutralise both agents (if you shoot the upper agent first, the lower agent shall start attacking the booth, and this will result in an instant death ending). In the case of defeating both agents, the end-of-day screen will appear.

If you have done LESS than four of the five EZIC tasks, you will NOT receive a visit from the EZIC agent. When EZIC strikes, the lower operative will attack the booth. An instant-death ending occurs if the booth is destroyed. If you stop the lower agent but not the upper agent, resulting in the booth being destroyed, you will receive a bad ending (Ending 15). If you defeat both agents, then the end-of-day screen shall appear.

Should you get to the end-of-day screen, you still have the option to escape to Obristan.

RULES

- All entrants must have a passport
- All documents must be current and not expired
- All foreigners must have a valid access permit
- All Arstotzkans must have a valid ID card
- All workers must have a valid work pass
- All diplomats must have authorization to enter Arstotzka
- No weapons or contraband is allowed into Arstotzka
- No Wanted Criminals are allowed in (use the bulletin)
- All Denials must include a Reason of Denial stamp (point out the Discrepancy and Interrogate the person to activate the stamp)
- All asylum-seekers must have a Grant of Asylum
- All Arstotzkans must have their passports confiscated regardless of Approved or Denied entry
- All entrants must have a polio vaccine certificate
- Do not confiscate foreigners' passports (bulletin)

SCRIPTED ENTRIES

- Entrant One is an Obristan citizen, whose passport you can confiscate if you still need more passports to make an escape with your complete family.
- Entrant Two will be an EZIC messenger if you completed at least four of the five tasks. The EZIC agent will give you a note and you need to hand it back to him or her.
- Entrant Five will see Jorji Costava's final appearance. He shall give the Inspector 40 Credits before leaving.
- During Entrant Eight's procession, EZIC agents will make their attack.

ENDINGS

- If you complied with EZIC on at least four of five tasks and let them blow up the wall without interfering, you will get a good Ending, Ending 19.
- If you complied with EZIC on at least four of five tasks but shoot one of the agents while the wall is still blown up (but not both agents), you will get a bad Ending, Ending 15.
- If you completed less than four of five EZIC tasks, and you stop the EZIC agents from destroying the customs booth but NOT the wall, you get a bad ending, Ending 13.
- If you get to the end-of-day screen, Endings 16 and 18 for running to Obristan are still possible.

DAY THIRTY TWO

This is the very last possible day in the game. Depending on what you have done so far, one of three endings will occur following your audit by M. Vonel. There are NO processions today.

ENDINGS

- If you did not do ANY of the EZIC tasks, you will get a good ending, Ending 20.

- If you did one to three EZIC tasks, you shall receive a bad ending, Ending 17.

- If you did four or five EZIC tasks, you will obtain another bad ending, Ending 14.

ENDINGS

In total, there are twenty (20) separate endings in Papers, Please that have a textual conclusion, and the endings are each individually numbered by the game itself. Additionally, there are several occasions where the game ends without giving you an actual ending - these are 'Instant Death' endings, such as where you get blown up by a terrorist or if you accidentally poison yourself.

Listed here is each ending, along with how to obtain it and the text you get from the ending.

ENDING 1

Requirements: Have a negative balance at the end of any day

Text: •Arstotzka has zero tolerance for delinquency. Your family will be sent back to their village. You are under arrest until your debts are repaid. A replacement inspector will be found easily. Glory to Arstotzka. •

ENDING 2

Requirements: Your entire family dies from sickness. This is done by failing to provide heat and food daily, and medicine when somebody gets sick.

Text: •Your entire family is gone. The Ministry Of Labor focuses on Arstotzka's future growth. Workers are expected to support large healthy families. Your position will be filled with someone more appropriate. Glory to Arstotzka. •

ENDING 3

Requirements: On Day 12, when M. Vonel comes asking for information about EZIC, give him either the cipher or the coded document you will have earlier received from EZIC agents.

Text: •You are under arrest for associating with suspicious groups. The Ministry of Information will perform a full audit of your recent activities. Glory to Arstotzka. •

ENDING 4

Requirements: Accept either the 1000 or 2000 Credits gift from EZIC on Days 11 or 12. On Day 14, Deny Stepheni Graire entrance to Arstotzka and the Inspector will be arrested at the start of Day 15.

Text: •The Ministry of Income has discovered an anomaly in your earnings. You are under arrest pending a full audit of your recent activities. Your family will likewise be held for questioning. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 5

Requirements: Shoot a bystander other than the Man in Red with a sniper rifle.

Text: •You are under arrest for the murder of an innocent. The penalty is death. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 6

Requirements: Shoot a bystander other than the Man in Red with the tranquiliser.

Text: •You are under arrest for attacking an innocent. The penalty is forced labor. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 7

Requirements: Shoot a guard with the sniper rifle.

Text: •You are under arrest for the murder of an Arstotzkan official. The penalty is death. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 8

Requirements: Shoot a guard with the Tranquiliser.

Text: •You are under arrest for attacking an Arstotzkan official. The penalty is death. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka.

ENDING 9

Requirements: Shoot the Man in Red with the Sniper Rifle on Day 23.

Text: •You are under arrest for the murder of an innocent. The penalty is death. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka.
[A note appears from under the cell door] INSPECTOR - FAMILY IS SAFE - TARGET ELIMINATED BUT OTHER PROBLEMS ARISE. REPLACEMENT INSPECTOR NOT COOPERATIVE - EZIC ACTIVITIES HINDERED. WE CANNOT PROVIDE FURTHER SUPPORT - EZIC TO HIBERNATE AGAIN. FAMILY WILL BE TAKEN TO OBRISTAN -

GOOD LUCK•

ENDING 10

Requirements: Shoot the Man in Red with the Tranquiliser on Day 23.

Text: •You are under arrest for attacking an innocent. The penalty is forced labor. Your family will be questioned about their involvement. The border will remain open under a replacement inspector. Glory to Arstotzka.

[A note appears from under the cell door] INSPECTOR - FAMILY IS SAFE - TARGET HAS RECOVERED IN HOSPITAL. REPLACEMENT INSPECTOR NOT COOPERATIVE - EZIC ACTIVITIES HINDERED. WE CANNOT PROVIDE FURTHER SUPPORT - EZIC TO HIBERNATE AGAIN. FAMILY WILL BE TAKEN TO OBRISTAN - GOOD LUCK•

ENDING 11

Requirements: Dmitri, the Ministry of Admissions director visits the Inspector on Days 10, 20, and 30. If you have anything hanging on the wall on Day 20 other than the plaque you received on Day 10, or do not have the plaque hung on the wall, you shall be given a warning. If you receive a second warning on Day 30 due to hanging unauthorised materials or missing one or both plaques, you will be arrested.

Text: •You are under arrest for violating direct orders. The penalty is forced

labor. Your family will be sent back to their village. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 12

Requirements: Detain Shae Piersovska on Day 25. The next day, Dmitri will come to arrest the Inspector.

Text: •Your supervisor has reported you for theft of Arstotzkan property. The penalty is forced labor. Your family will be sent back to their village. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 13

Requirements: Complete less than four of the EZIC tasks. On Day 31, shoot the lower attacker of the two EZIT agents to start, then shoot the upper attacker after the wall is destroyed. The Inspector is then arrested the following day.

Text: •The Grestin Border wall has been destroyed. You are under arrest for failure to defend the checkpoint. Your family will be sent back to their village. The border will remain open under a replacement inspector. Glory to Arstotzka. •

ENDING 14

Requirements: Complete at least four of the five EZIC tasks. On day 31, shoot the two EZIC agents before they can destroy the wall, and this ending will be given the following day.

Text: •[M. Vonel] Hello inspector. We have audited your recent activities. Your

involvement with a group calling themselves THE ORDER OF THE EZIC STAR has been uncovered. Several members of this group have been arrested in Arstotzka. At least one EZIC member has confessed to receiving your help. This represents treason of the highest order. Goodbye inspector.

The execution is scheduled for tonight. Your family's safety is unknown. EZIC has been crushed. The balance of justice is restored. Glory to Arstotzka.

[A note appears from under the cell door]

INSPECTOR - YOU HAVE BETRAYED US AT THE LAST MOMENT. THIS
CHAPTER OF
EZIC IS OVER - WE CAN OFFER NO HELP TO YOUR FAMILY•

ENDING 15

Requirements: Complete at least four of the five EZIC tasks. On day 31, shoot one of the agents, preferably the lower one, but let the wall be blown up anyways. This ending occurs immediately.

Text: •The border has been pierced. It is a glorious day for THE ORDER OF THE EZIC STAR but you have betrayed us at the last moment. EZIC grows strong while the corrupt and greedy weaken. Your betrayal means you have chosen the wrong side. There is no place for you or your family in this revolution. Goodbye inspector. Glory to the New Arstotzka. •

ENDING 16

Requirements: Escape to Obristan with some, but not all of your living family members on Days 29, 30 or 31. You must have at least one passport and 25 credits per person, including the Inspector himself. You

are given the option to escape on the end-of-day screen.

Text: •You gather your [family members] to leave for Obristan. Your [rest of the family members] prepare to return to Nirsk. You board the late train to the Northern Territories. It is nearly empty. You pay for the hastily forged passport(s) and re-entry ticket(s). They look terrible. You reach the border crossing at dawn. The line is immense. Six hour later. (at the Obristan border)

[Obristan inspector] Your documents.

Here.

[Obristan inspector] Are you entering alone?

Yes./No, my family as well.

[Obristan inspector] Hand over all documents now.

I/We come to visit relatives.

[Obristan inspector] I do not care why you come. Wait here.

[Obristan inspector] Welcome to Obristan. Next!

The safety of your [family member(s)]is unknown. •

The text changes depending on which of your family members came with you and which remained behind, and if you came by yourself.

ENDING 17

Requirements: Complete one to three of the EZIC tasks throughout the game, and stop the attack on Day 31. You will be arrested the following day when the results of your information audit comes in.

Text: •[M. Vonel] Hello inspector. We have audited your recent activities. Your

involvement with a group calling themselves THE ORDER OF THE EZIC STAR has been uncovered. Several members of this group have been arrested in Arstotzka. At least one EZIC member has confessed to receiving your help. This represents treason of the highest order. Goodbye inspector.

The execution is scheduled for tonight. Your family's safety is unknown. EZIC has been crushed. The balance of justice is restored. Glory to Arstotzka. •

ENDING 18

Requirements: Escape to Obristan with all of your living family members on Days 29, 30 or 31. You must have at least one passport and 25 credits per person, including the Inspector himself. You are given the option to escape on the end-of-day screen.

Text: •You are gathering your [living family members] to leave for Obristan. You board the late train to the Northern Territories. It is nearly empty. You pay for the hastily forged passports and re-entry tickets. They look terrible. You reach the border crossing at dawn. The line is immense. Six hour later. (at the Obristan border)•

[Obristan inspector] Your documents.

Here.

[Obristan inspector] Are you entering alone?

No, my family as well.

[Obristan inspector] Hand over all documents now.

We come to visit relatives.

[Obristan inspector] I do not care why you come. Wait here.

[Obristan inspector] Welcome to Obristan. Next!

Obristan above all. •

ENDING 19

Requirements: Complete at least four of the five EZIC tasks throughout the game. On Day 31, you know you have done this if an EZIC agent shows up as the second agent. When the EZIC operatives attack, do nothing to stop them and you get this ending afterwards.

Text: •Inspector! It is a glorious day! The border has been pierced. EZIC grows strong while the corrupt and greedy weaken. We are moving you and your family to a better home. Your services as an inspector are no longer required. We need agents. Follow us and together we will complete the revolution! Glory to the New Arstotzka. •

ENDING 20

Requirements: Do NONE of the five EZIC tasks throughout the game. On Day 32, neutralise both EZIC attackers before they have a chance to do anything. On Day 32, you will be cleared by the audit.

Text: •[M. Vonel] Hello inspector. We have audited your activities for the past 20 years. There are some anomalies. But you have served Arstotzka well. We will overlook these small transgressions. You have been cleared of any suspicion. Glory to Arstotzka.

A new agreement has been reached with Kolechia. Grestin Border Checkpoint will reopen soon. Return to your post on January 1st.

ENDLESS UNLOCK CODE: 62131 •

STEAM ACHIEVEMENTS

There are 13 Steam Achievements in Papers, Please. 7 of them are acquired by doing certain tasks for specific entrants, obtaining country Tokens from them. Another 5 are for getting endings, 2 of them for endings, 3 of them from the three good endings. A final ending involves upgrading to a Class 5 Apartment.

ANTEGRIA TOKEN

On Day Five, approve the 8th Entrant, a male Antegrian. The 9th entrant will be a female Antegrian, married to the previous entrant, who is missing her entry permit. Approve her entry anyways to receive this Token and Achievement.

ARSTOTZKA TOKEN

On Day Twelve, the 4th Entrant will be an Arstotzkan named Messo Anegovych. Once you give him his passport and ID card back, he will give you 4 business cards. Over the next four days, you need to hand out these business cards to 4 people coming in for Work, specifically as Engineers. They are all

scripted entries, and are specifically:

- Entrant 8 on Day 12
- Entrant 7 on Day 13
- Entrant 4 on Day 14
- Entrant 5 on Day 15

On Day Sixteen, Messof Anegovych returns as the 6th entrant. If you handed out all four business cards, Anegovych will give you the Arstotzkan token and subsequently Steam Achievement.

On Day 4, the 5th Entrant is a female Imporian without valid documents. Point out the discrepancy, and then approve her to come in anyways to get the Impor token and Steam Achievement. It does not appear you will get the Token if you just approve her right away without interrogating her.

KOLECHIA TOKEN

On Day 25, the 5th Entrant will give the Inspector a love note. Do not give him or her the love note back. The 7th entrant will be a Kolechian who talks about nobody loving him or her. Give the Kolechian the love note you received earlier to receive the Kolechia Token and corresponding Steam achievement.

REPUBLICA TOKEN

On Day 21, Approve the 6th Entrant, Danic Lorun, after he gives you his watch. On Day 22, IGNORE the offer from the 9th entrant to purchase the watch. Subsequently, ignore the offer from the 5th Entrant on Day 23 to buy it.

Danic Lorun will return as the 6th Entrant on Day 23. Give the watch to him. After he gives you some money and talks a little bit, hand the money back to him. When he gives the money back to you, Approve his passport and send him on his way to receive the Republia token and achievement.

UNITED FEDERATIONS TOKEN

On Day 30, the 3rd Entrant will be Simon Wens. Confiscate his passport, then APPROVE his passport seizure slip to let him through. The 7th Entrant will be a man who asked you to confiscate Wens' passport. Give him Wens' passport to start. When the man hands it back, reconfiscate the passport and approve a passport seizure slip. When the man leaves, he shall give you the United Federatoins token and Steam achievement.

OBRISTAN TOKEN

On Day 4, the 8th Entrant is Jorji Costava with a fake passport. Approve him to receive the Obristan token and Steam Achievement.

GLORY TO ARSOTZKA

Obtain Ending 20.

HIRED RIFLE

Obtain Endings 9 or 10 on Day 23.

MEMBER OF THE ORDER

Obtain Ending 19.

SNOWIER PASTURES

Obtain Ending 18 on Days 29, 30 or 31.

TOO HONEST

Obtain Ending 3 on Day 12.

WORKER'S BEST

Upgrade your Apartment until you get to Class-5. You can do this as early as Day 24. However, you must first upgrade to Class 7, available as early as Day 12, and then Class 6, early as available as Day 17 (you can upgrade to both later than the first possible day and Class 5 will still be available on Day 24). It costs 100 Credits to upgrade each time.